Signalogic DSP Software

System Guide

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The one source for all of your DSP needs

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Glossary of Terms

.ide

Filename extension used for Borland C/C++ v4.5 project files.

.mak

Filename extension used for Microsoft Visual C/C++ v1.5 project files.

.prj

Filename extension used for Borland C/C++ v3.1 project files.

API

Application Programming Interface. Refers to interface presented by DLL or other Windows object to external applications.

DDE

Dynamic Data Exchange. A Windows 3.x compatible method of transferring data between applications which don't "know" about each other. Likely to be replaced by the faster and more reliable OLE method under Windows '95.

DLL

Dynamic Link Library. A library of routines which can be linked to any number of applications on demand, at run-time. The library is treated as an object, to which applications know how to interface, but not how it functions internally.

DRAM

Dynamic random access memory. Typically used as large amount of auxiliary memory; for a DSP/analog board, but sometimes used instead of SRAM if the DSP device has enough onchip SRAM. 4-5 times slower and less expensive than SRAM.

EX

Extended. Used to refer to extended functions or applications. Examples include the f_fftex and f_adex functions, and the Hypersignal-Macro EX software.

expanded memory

Additional, usually large, amount of memory added to a PC system, but accessed through a small (64 kbyte) segment in conventional memory space. No longer as prevalent with advent of systems configured with 4 Mbyte or more of standard (extended) memory.

extended memory

System memory located above 1024 kbyte. This is the memory referred to when a system is described as having 4 Mbyte or RAM, or 16 Mbyte of RAM, etc. installed.

IDE

Integrated Development Environment. Refers to marketing term used by popular C/C++ compiler manufacturers to describe a code development software package where all functions can be performed from the same, graphical user-interface.

ISR

Interrupt Service Routine. Used frequently in discussing the structure and function of DSP source code.

MLS

Maximum Length Sequence. A pseudo-random noise sequence of digital 1s and 0s mathematically defined to not repeat for N-1 samples, where N= 2**^{M}, and M is the sequence order.

NDA

Non-Disclosure Agreement.

NRT

Non-Real-Time. Commonly used to refer to non-real-time versions of software. Hypersignal-Macro NRT is an example.

RT

Real-Time. Commonly used to refer to real-time versions of software.

OLE

Object Linking and Embedding. Refers to a Windows compatible method for applications which otherwise don't "know" each other to share information and data.

SRAM

Static random access memory. Typically used as main program and data memory for a DSP/analog board. 4-5 times faster and more expensive than DRAM.

VxD

Virtual Device Driver. A type of Windows device driver used to perform low-level and/or priveleged system functions or communication.

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